

## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A method for computerized trading comprising:
  - a human being using a graphical user interface to enter ~~entering~~ parameters for a trading algorithm to input a trading order into a logic engine;
  - using a first plug-in in said logic engine for implementing the trading algorithm;
  - inputting data for said order into said logic engine;
  - processing the order with said logic engine, using said plug-in;
  - executing said order; and
  - said human being monitoring said order in real time by using said graphical user interface.
2. (original) A method as in claim 1, wherein the step of inputting a trading order into a logic engine further comprises inputting an order through an ordering system.
3. (original) A method as in claim 2, wherein the step of inputting an order through an ordering system further comprises inputting a ComplexOrder through an ordering system.
4. (original) A method as in claim 3, wherein the step of processing the order with said logic engine, using said plug-in, further comprises deconstructing said ComplexOrder into at least one Event and Action.

5. (original) A method as in claim 1, wherein the step of executing said order further comprises outputting said order through an ordering system.

6. (currently amended) A method for computerized trading comprising:

- a human being using a graphical user interface to enter ~~entering~~ parameters for a trading algorithm to input a ComplexOrder into a logic engine through an ordering system;
- using a first plug-in in said logic engine for implementing the trading algorithm;
- inputting data for said order into said logic engine;
- processing the order with said logic engine, using said plug-in through deconstructing said ComplexOrder into Events and Actions;
- executing said order through outputting said order through an ordering system; and
- said human being monitoring said order in real time by using said graphical user interface.

7. (canceled)

8. (previously presented) An apparatus for computerized trading comprising:

- a logic engine for processing trading orders;
  - an interface to said logic engine to receive from a human being parameters for a trading algorithm and to allow the human being to monitor orders in real time;
  - a first plug-in in said logic engine for implementing the trading algorithm;
- whereby said logic engine processes orders received via said interface;
- wherein said logic engine, said interface and said first plug-in are software recorded on a computer-readable medium and capable of execution by a computer.

9. (previously presented) An apparatus for computerized trading comprising:

- a logic engine for processing trading orders;
- a first interface to said logic engine for processing orders to receive from a human being parameters for a trading algorithm and to allow the human being to monitor orders in real time;
- a second interface to said logic engine for processing orders;
- a first plug-in in said logic engine for implementing the trading algorithm.

whereby said logic engine processes orders received via either of said first and second interfaces;

wherein said logic engine, said first interface, said second interface and said first plug-in are software recorded on a computer-readable medium and capable of execution by a computer.

10. (original) An apparatus as in claim 9, wherein said first interface further comprises an Input driver.

11. (original) An apparatus as in claim 9, wherein said second interface further comprises an Exchange driver.

12. (original) An apparatus as in claim 9 wherein said first interface further comprises an interface to an ordering system.

13. (original) An apparatus as in claim 9 wherein said second interface further comprises an interface to an ordering system.

14. (original) An apparatus as in claim 9 wherein said logic engine further comprises a Core Processing Area.